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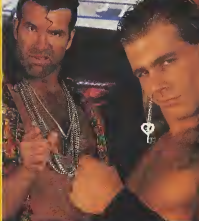
GENESIS™

INSTRUCTION MANUAL



WRESTLEMANIA  
THE ARCADE GAME

DOOM 62 YOKOZUNA



INSTRUCTION MANUAL

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


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# LADIES AND GENTLEMEN—

## WF WRESTLEMANIA®: THE ARCADE GAME!

Sure, you've wrestled before. Maybe you've tried competing in the Royal Rumble®. Maybe you've taken the Steel Cage Challenge®. Maybe you've even tried wrestling Raw®! So?

None of that can possibly prepare you for the wildest, most incredibly action-packed wrestling ever—WF WrestleMania®: The Arcade Game!

You can be Shawn Michaels™—and stun your opponent with the spectacular acrobatics of the Frankenstein™! You can be the Undertaker™—and bury your opponent's chances of victory with the tombstone slam! You can be Yokozuna™—and crush your foe with 568 pounds of banzai splash!

But WF WrestleMania®: The Arcade Game action goes far beyond even these sensational maneuvers! As Razor Ramon™, you can transform your arm into a razor swipe! As Doink™, you can literally stun your opponent with an electrified joy buzzer!

WF WrestleMania®: The Arcade Game is all this—and much more! It's two-on-one and three-on-one bouts on the way to the Intercontinental or World Wrestling Federation® titles! It's senses-shattering action that spills out of the ring! It's a host of secret moves and maneuvers that you'll learn only through experience in—and out of—the ring! It's the most amazing wrestling action on the mat or in the air you'll ever experience!

It's WF WrestleMania®: The Arcade Game—and it's the most spectacularly sensational wrestling challenge the world has ever seen!

# PREPARING TO ENTER THE RING

## LOADING:

1. Make sure the power is OFF.
2. Insert the WF WrestleMania®: The Arcade Game Game Cartridge as described in your Sega™ Genesis™ instruction manual.
3. Turn the power switch ON.



When you see the WF WrestleMania®: The Arcade Game title screen, press the START button. You will then come to the Wrestler Select screen, where you can choose your wrestler and/or set game options.

## Setting OPTIONS

WF WrestleMania®: The Arcade Game offers several ways to make your wrestling even more thrilling. To set options, highlight the Options box with the D-PAD, then press any letter button. The options screen will pop up. Press UP or DOWN to highlight an option, and LEFT or RIGHT to toggle to the desired setting. When you're through, press any letter button to return to the Wrestler Select screen.

## Difficulty

Set the play difficulty from Very Easy all the way to Very Hard.

## Life

Give yourself a real challenge by setting the amount of life left in your energy meter, from 10% up to 100%.

## Music

Choose to play with the music ON or OFF.

## Joypad Configuration

Choose among pre-set 3-button and 6-button controller configurations, as well as an ASCII pad configuration.

# CHOOSING WRESTLERS

Press UP and DOWN on the D-PAD to move the cursor to your favorite wrestler. Once you've selected a wrestler, press any button and join in the merry mayhem of

WrestleMania®!

If you are playing a two-player game, the computer will, after you've chosen your wrestlers, ask you to choose between a head-to-head bout or a cooperative tag team contest.

If you are playing a one-player game, the computer will choose your opponents automatically. You will also be asked whether you want to compete for the Intercontinental or World Wrestling Federation® titles. Make your decision wisely: There are serious challenges awaiting you in each case!

## ONE PLAYER GAMES

**Intercontinental Title:** First, wrestle in four one-on-one bouts, then face a grueling series of vicious one-on-two matches, culminating in a savage one-on-three bout! Win them all, and you're the Intercontinental Champion!

**World Wrestling Federation® Title:** You wrestle two-on-one handicap bouts against all the other wrestlers, then you compete in a series of three-on-one bouts against all eight wrestlers! Then triumph in the final Royal Rumble® match and become the World Wrestling Federation® Champion!



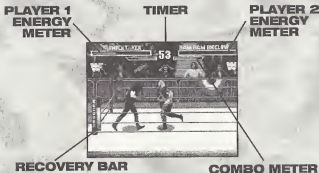
## TWO PLAYER GAMES

**Head to Head:** You and an opponent battle it out in a best of three one-fall match!

**Cooperative:** You and a partner wrestle two-on-two against all the great athletes in **W**restleMania®: The Arcade Game—including yourselves! Once one opponent is defeated, another rolls in to take a shot at the two of you. Once all eight wrestlers have been defeated, you're crowned as Tag Team Champions!

## A LOOK AT THE ARENA

Here's a view of the ring where all the **W**restleMania®: The Arcade Game action takes place!



### PLAYER ONE ENERGY METER

This displays player one's remaining energy. It goes down as hits are sustained. When it's empty, you'll be on the canvas.

### PLAYER TWO ENERGY METER

Same as player one.

## TIMER

Rounds consist of 99 seconds, after which the match is over. The winner at the end of the match is the one with the most energy.

## RECOVERY BAR

This meter appears when you're really beaten down or on the ropes. Hasten your recovery by rapidly pressing any button.

## COMBO MOVES ALERT

Note: When the combo moves alert is activated (this happens after you successfully execute certain moves), you'll be able to unleash spectacular combo moves!

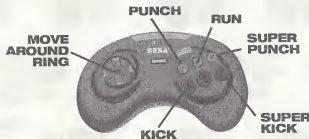
# ESSENTIAL OFFENSE & DEFENSE

Don't even think of climbing into the **W** WrestleMania®: The Arcade Game ring unless you know the offensive and defensive basics!

**Note:** These are default control settings. You may change these settings on the pop-up Options screen.

Six button controls appear in parentheses.

## OFFENSE:



To **MOVE AROUND THE RING**, use the D-PAD.

To **RUN** from one side of the ring to the other and rebound off the ropes, press the **A + C BUTTONS** (**Y** BUTTON).

To **PUNCH** your opponent, press the **A BUTTON** (**X** BUTTON).



To throw a **SUPER PUNCH**, press the **A + B** **BUTTONS** (**Z** **BUTTON**).

To **KICK** your opponent, press the **C** **BUTTON** (**A** **BUTTON**).



Unleash a **SUPER KICK** by pressing the **B + C** **BUTTONS** (**C** **BUTTON**).



Some wrestlers can **PICK UP** opponents by pressing the **A+B+C** **BUTTONS** (**Z+C** **BUTTONS**).

Some wrestlers can release an **UPPERCUT** by first doing a **HEAD HOLD**, then pressing **DOWN + A+B** **BUTTONS** (**Z** **BUTTON**).

To **THROW YOUR OPPONENT INTO THE ROPES**, move in close, then press **AWAY, AWAY, A + B** **BUTTON** (**Z** **BUTTON**).

Get your foe in a **HEAD HOLD** by pressing **TOWARDS, TOWARDS, A + B** **BUTTON** (**Z** **BUTTON**).

To **TAKE DOWN** your opponents, press **AWAY, AWAY, A** **BUTTON** (**X** **BUTTON**).

## DEFENSE:

To **BLOCK** an opponent, press the **B** **BUTTON**.

To **PUSH AWAY A BLOCKED OPPONENT** (6 Button controller only), hold the **B** **BUTTON** and hit the **X** **BUTTON**.

To break your opponent's hold when he has you by the head, press the **C** **BUTTON** (**A** **BUTTON**) to kick him, or experiment with reversal moves by utilizing one of the following button combinations: (a) **DOWN, DOWN, SUPER KICK**, or (b) **TOWARD, TOWARD AND SUPER PUNCH**. The resulting moves will be different for each wrestler—and these are not the only moves available! Experiment during competition to uncover all the available maneuvers!

To **ROLL OUT** of the way when you've been dropped to the mat, press **UP** or **DOWN** on the **D-PAD**.

## STEPPING UP THE ATTACK!

Now that you've mastered the basics, here are just some of the skills that will take you from fighting for survival to fighting for a victory!

### Take to the Air!

Want to launch an attack from the top turnbuckle? Go for it! Move toward the upper left or right corner of the ring, then use the **UP/RIGHT** or **UP/LEFT** **D-PAD** to climb to the top turnbuckle! Then press any moves button to soar above the ring!



## Get Out of the Ring!

There are plenty of cases where the action gets so wild the ring can't contain it all! Go ahead and battle your opponent on the arena floor... but get back into the ring before your energy is depleted, or you'll be disqualified and lose the match!



## Combination Moves

Nothing is more devastating to opponents than combination moves! Some players have managed 30-hit combinations— now THAT'S GOT TO HURT! Experiment to see what YOUR wrestler's particular combinations are! When a combination hit is made, the combo counter appears on screen, telling you that somebody just got a whipping!

## SECOND WIND

There's life after sudden-death in **WWE** WrestleMania®: The Arcade Game! If you're pinned in the final round but your combo meter is lit, get a second wind by frantically pressing buttons.

## But Wait...There's More!



McMAHON: "Now if you want to really launch an attack on your foe..."

LAWLER: "Keep quiet, McMahon!"

McMAHON: "...then experiment with various button combinations..."

LAWLER: "They don't need to know this, McMahon!"

McMAHON: "...like double-press the D-PAD in the direction of your opponent, then..."

LAWLER: "Oh, man, I can't believe this is happening!"

McMAHON: "...or press AWAY—"

LAWLER: "All right, that's enough! ENOUGH!"

## MAYHEM MOVES!

There are tons of special mayhem moves in **WWE** WrestleMania®: The Arcade Game! Some are revealed in the wrestler bios, others have to be learned...

# THE SUPERSTARS OF **WWE** WRESTLEMANIA®: THE ARCADE GAME

The World Wrestling Federation® is home to the greatest athletes in the wrestling world today! On the pages that follow, you're provided with essential information that will help guide you through the unprecedented dangers of the **WWE** WrestleMania®: The Arcade Game ring ... and, with a lot of skill and just a little bit of luck, take you all the way to the Intercontinental Championship—or even the World Wrestling Federation® Title!

**Note:** The moves below assume that your opponent is to the right. To perform a move in the opposite direction, reverse the motion.

**P** = Punch Button

**K** = Kick

**SP** = Super Punch

**SK** = Super Kick





"I'm ready to make things hot for my opponent tonight!"



"Hailing from Asbury Park, New Jersey, standing 6'4" and weighing 400 pounds..."

"You've got to be impressed by those flaming tattoos on Bigelow's head!"



"Hey, McMahon, maybe you can have somebody tattoo you a personality!"



**WF WRESTLEMANIA®: THE ARCADE GAME MAYHEM!** Figure out how to do the pogo piledriver!



#### FAVORITE MANEUVERS:

**FIRE PUNCH:** Hold **P** 3 seconds, then release and tap **P**

**JUMP KICK:** **← ← SK**

**BACK DROP:** **← ← P**

**FLYING DROPKICK:** Run, **K** or **SK**

**SUPER CLOTHESLINE:** Run, **P** or **SP**

**WF SUPERSTAR FAST FACT!**

Bam Bam Bigelow™ wrestled football legend Lawrence Taylor at WrestleMania® XI!

"Hey, put 'er there, pal! Let's shake! Hey, whatsa matter—you don't trust me?!"



"This clever clown comes straight from the circus. He stands 6' and weighs in at 243 pounds..."

"You never know what kinds of new tricks Doink™ has up his colorful sleeve!"



"Tricks? It all seems like cunning strategy to me, McMahon!"



**WF WRESTLEMANIA®: THE ARCADE GAME MAYHEM!** Figure out how to jolt your opponent with the joy buzzer!



#### FAVORITE MANEUVERS:

**EAR SLAP:** **↓ ↓ → P**

**HAPPY HAMMER:** **→ → SK**

**SUPER CLOTHESLINE:** Run, **P** or **SP**

**HIP TOSS:** **← ← P**

**HEAD SLAM:** Head hold, **↓ ↓ SK**

**WF SUPERSTAR FAST FACT!**

Doink™ and his midget-clown counterpart Dink™ teamed up to battle Bam Bam Bigelow™ and Luna™ at WrestleMania® XI!





**BRET  
HIT MAN  
HART™**

"In the **W**,  
there is only  
one excellence  
of execution,  
and that's me,  
the 'Hit Man'™!"



"Hailing from  
Calgary, Alberta,  
he stands 6' 1"  
and weighs  
234 pounds..."

"Are you kidding,  
McMahon? I  
wouldn't spit  
on him if he  
were on fire!"



"Unquestionably  
one of your  
favorite wrestlers,  
Jerry Lawler!  
Ha, ha, ha!"



"This powerful  
native of Atlanta,  
Georgia, stands  
6'5" and weighs  
275 pounds..."

"Hey, it's Vince  
McMoto: master  
of the obvious!"



"Luger is unquestionably one of the most powerful athletes in the world today."



**WWF WRESTLEMANIA®:  
THE ARCADE GAME  
MAYHEM!** Figure out  
how to make 'em cry  
"Uncle" with the  
Sharpshooter!



#### FAVORITE MANEUVERS:

EYE RAKE: ↓ ↓ → **P**

ROLLING UPPERCUT: ↓ ↓  
→ **SP**

ARM DRAG: ← ← **P**

BULLDOG: Head hold,  
↓ ↓ **SK**

FLYING CLOTHESLINE: Run,  
**P** or **SP**

#### **WWF SUPERSTAR FAST FACT!**

At WrestleMania® XI, Bret Hart™ beat two-time former Federation Champion Bob Backlund™ in an "I Quit" match—using his own finishing move against him!



**WWF WRESTLEMANIA®:  
THE ARCADE GAME  
MAYHEM!** Figure out  
how to smash your  
opponent with a  
medieval mace!



#### FAVORITE MANEUVERS:

SLIDING ELBOW: → → **P**

DOUBLE AXEHANDLE SMASH:  
When next to opponent, **SP**

VERTICAL SUPLEX: Head  
hold, → → **SP**

REBEL RACK: lift over head,  
↑ **SK**

HIP TOSS: ← ← **P**

#### **WWF SUPERSTAR FAST FACT!**

Lex Luger™ is so strong he once bodyslammed the then-505-pound Yokozuna™ on the deck of the aircraft carrier Intrepid!



**Shawn Michaels**

"Take a look at the best, folks—it's your pleasure and privilege to watch me wrestle!"



"From San Antonio, Texas, he stands 6' 1" and weighs 235 pounds..."

"Now I know this truly is one of your favorite **WF** competitors, 'King' Lawler!"



"That's right, McMahon: Pound for pound, Michaels is the best in the **WF**—besides me, of course!"



**WF WRESTLEMANIA®: THE ARCADE GAME MAYHEM!** Figure out how to horrify your opponent with the Frankenstein!"



**WF SUPERSTAR FAST FACT!**  
Shawn Michaels™ has twice held the **WF** Intercontinental Title!

**FAVORITE MANEUVERS:**

FRONT LEG TRIP: → → **K**

SUNSET FLIP: Run, **SP**

BODYSLAM: ← ← **P**

SPEED KICK: ↓ ↓ → **K**

ARM BEND: Head hold, → → **P**

"You think you can handle this much machismo, man? Just give it a try, chico!"

**RAZOR RAMON**



"From Miami, Florida, standing 6'7" and weighing in at 262 pounds..."

"The Bad Guy looks particularly determined tonight, Jerry Lawler!"



"I'll bet Ramon has more machismo in one finger than you have in your whole body, McMahon!"



**WF WRESTLEMANIA®: THE ARCADE GAME MAYHEM!** Figure out how to shake your opponent like a rug!



**FAVORITE MANEUVERS:**

UPPERCUT: Head hold, ↓ **SP**

RAZOR'S EDGE: Head hold, → → **SP**

PILEDRIER: Head hold, ↓ ↓ **SK**

HIP TOSS: ← ← **P**

RAZOR SWIPE: Head hold, ↑ or ↓ **P**

**WF SUPERSTAR FAST FACT!**  
Razor Ramon™ battled Shawn Michaels™ in a spectacularly memorable ladder match at WrestleMania® XI!



"My victory  
will be  
your  
funeral!"

**UNDERTAKER**  
*15*



"This 6'11" star  
hails from Death  
Valley and weighs  
in at 322 pounds..."

"My goodness,  
that pasty-white  
flesh of his!"



"Yeah, Undertaker  
doesn't seem  
to be getting  
much sun these  
days, McMahon!"



**WF WRESTLEMANIA®:**  
**THE ARCADE GAME**  
**MAYHEM!** Figure  
out how to hurl pun-  
ishing demons at  
your opponents!



### FAVORITE MANEUVERS:

SNAP MARE: ← ← **P**

SUPER UPPERCUT: Head hold,  
↓ **SP**

TOMBSTONE SLAM: → → **SK**

NECK BENDER: Hold **P** for  
3 seconds, release

DROPKICK: Run, **K** or **SK**

**WF SUPERSTAR**  
**FAST FACT!**  
Undertaker™ is a former  
World Wrestling  
Federation® Champion!

"My man  
Yokozuna™  
will crush  
anyone who  
gets in  
his way!"

**YOKOZUNA**  
*16*



"This former sumo  
champion from  
Japan stands 6'4"  
and weighs a mas-  
sive 568 pounds..."

"Unquestionably,  
that is a big, big  
man! You cer-  
tainly don't want  
to be on the  
wrong end of his  
banzai drop!"



I'll bet just one  
of Yoko's thighs  
weighs more  
than all of  
Mr. Fujii!"



**WF WRESTLEMANIA®:**  
**THE ARCADE GAME**  
**MAYHEM!** Figure  
out how to hurl your  
opponent like a  
rag doll!



### FAVORITE MANEUVERS:

BUCKET SLAM: **SP** next to  
opponent

BELLY BOUNCE: → → **P**

SCISSOR SMASH: → → **SK**

SUPLEX: Head hold,

↓↓ **SK**

BANZAI DROP: Any button  
(except block) off the  
turnbuckle

**WF SUPERSTAR**  
**FAST FACT!**  
Yokozuna™ is a two-time  
former World Wrestling  
Federation® Champion!

# WF WRESTLEMANIA®: THE ARCADE GAME STRATEGIES FOR SURVIVAL!

Even if you've mastered everything in this manual, there's more to WF WrestleMania®:The Arcade Game than meets the eye! A few final tips will help take you beyond the squared circle into a new realm of WF WrestleMania®:The Arcade Game excitement!

\*\*\*Explore various combinations of buttons. You never know when you'll discover a brand-new move for a unique offensive or defensive situation!

\*\*\*In two-on-one and three-on-one handicap bouts, your opponents are likely to be so fired up they'll wind up battling each other! Use this advantage wisely!

\*\*\*If you're going to go to the air, move quickly: Just because you're on the top turnbuckle doesn't mean your opponent won't attack you and send YOU crashing to the arena floor!

# WF SUPERSTARS SHOW YOU HOW TO BEAT YOUR FRIENDS!



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# WRESTLEMANIA

## THE ARCADE GAME

Take **WF** wrestling to the extreme with intense action straight from the arcade smash! It's in-your-face mayhem with punishing head-to-head and team matchups and grueling **WF** and International title bouts! Pummel your senses with devastating new moves and authentic play-by-play commentary from Vince McMahon! No pain, no game!



DIET



RAZOR RAMON



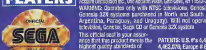
BRET "HIT MAN" HART



SHAWN MICHAELS



THE UNDEFEATED YOKOZUNA EARL ROOB RAZOR RAMON LEX LUGER



T-81108



No Biting  
Can Contain



**DIGITIZED GRAPHICS**  
Means This Is  
THE REAL YOKOZUNA!

Take it to the **EXTREME** - and **BEYOND** - with

**MAYHEM MOVES**  
LIKE THE  
"TOMBSTONE SLAM"  
"SHOCKING  
HAND BUZZER"  
AND MORE!



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WRESTLEMANIA characters only may appear on Sega Genesis and Sega CD and Genesis 32X systems purchased in North and South America (except in Australia, Paraguay, and Uruguay). Will not operate with any other hardware, cartridge, Sega CD or Genesis 32X system.

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Progressive and Printed in U.S.A. Manufactured in Mexico

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THE ARCADE GAME

GENESIS

**32X**

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SEGA

**32X**

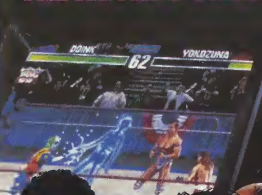
GENESIS



T-81108

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COMPLIES



T-57180



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## THE ARCADE GAME



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